STAR WARS™

THE OFFICIAL STARSHIPS & VEHICLES COLLECTION

37

OG-9 HOMING SPIDER DROID

Commerce Guild military walker

Geonosis droid factory

Jedi Master Kit Fisto

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LUCAS BOOKS

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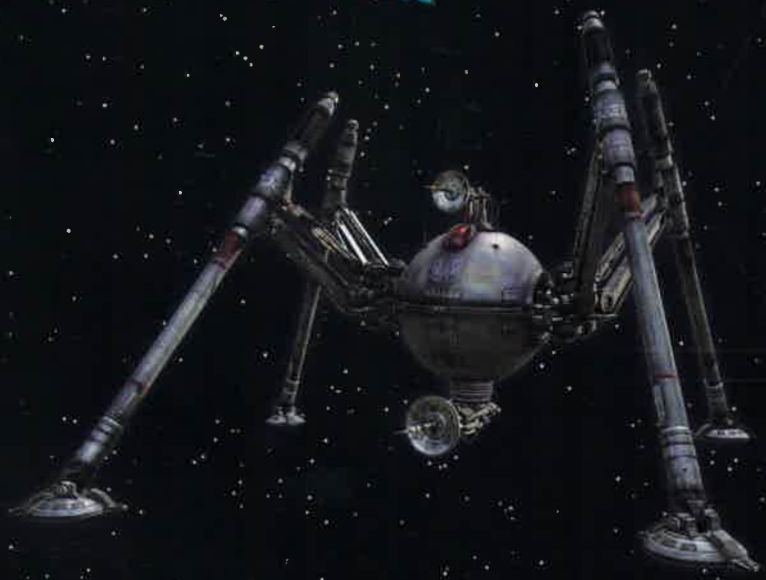
STAR WARS

"THE DROIDS HAVE STARTED UP THEIR MAIN POWER GENERATORS."

CLONE COMMANDER GREE

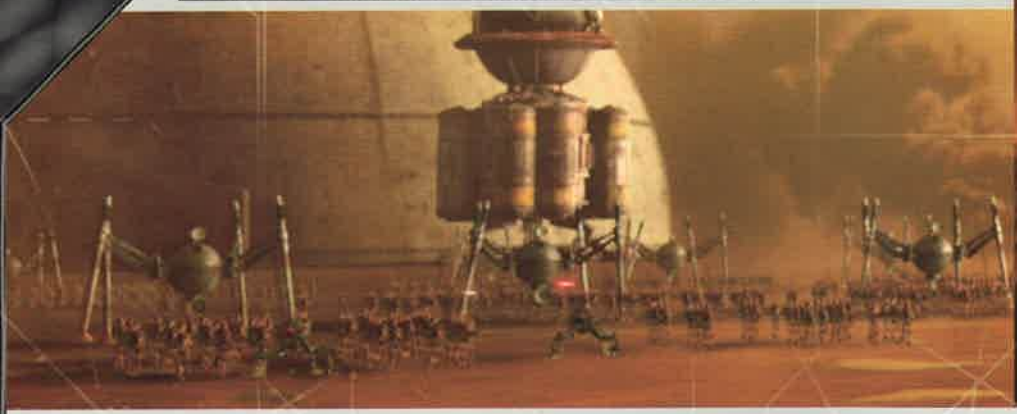
Stalking out of the Baktoid Armour Workshop and into the nightmares of all who faced it, the OG-9 homing spider droid was a devastating four-legged walker, measuring nearly seven-and-a-half metres in height, fielded by the Commerce Guild during the Clone Wars.



TOWERING FIREPOWER

THE OG-9 HOMING SPIDER DROID

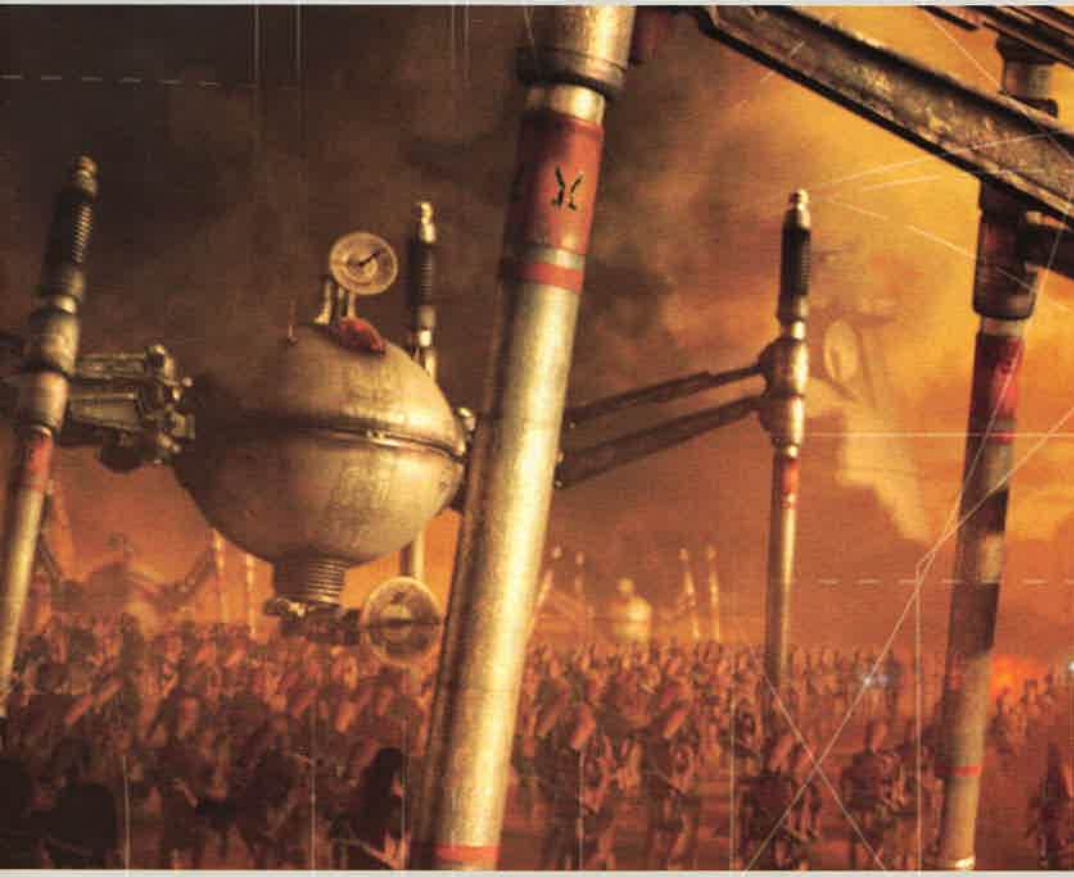
First fielded in significant numbers at the Battle of Geonosis, the fearsome OG-9 homing spider droids immediately proved their worth. Though relatively slow, OG-9s were able to pour devastating destructive fire on enemy targets and quickly became a regular feature of the Commerce Guild armies during the Clone Wars.



After the failed invasion of Naboo, the Trade Federation was called on to downgrade its military might significantly. Though it made moves to appear to do so, the Trade Federation in fact renamed, transferred or simply hid its facilities, subsidiaries and weapons. Baktoid Armour Workshop, the company responsible for designing and building much of the Trade Federation's forces, was openly and dramatically dissolved, while its resources and designs were secretly transferred or sold on to sympathisers within the Separatist hierarchy. The plans for the OG-9 homing spider droid were bought by the Commerce Guild.

Guild Enforcer

The Commerce Guild, an incredibly wealthy and influential conglomerate of companies great and small, was known and justly feared for its unsubtle methods when it came to policing its operations and ensuring payment from indebted customers. The OG-9 droids suited the Guild's methods perfectly, and the droids were quickly put into production. Two years before the Battle of Geonosis, the OG-9 homing spider droids – in combination with dwarf spider droids and super battledroids – were used illegally on Korriban after numerous attacks there on Guild interests.



Fearsome, If Stupid

The OG-9 homing spider droids were not like the Trade Federation battle droids – they did not have such 'advanced' droid brains. Bereft of any long-term memory capacity or personalities, they instead possessed just enough programming to be able to carry out orders relayed from a central control computer. Their round, armoured bodies contained the miniature reactor needed to power the legs and weapons. If an enemy shot could reach it, the reactor was known to explode violently.

Mounted on top of the spherical body was the focusing dish of a heavy homing precision laser. This was capable of firing a continuous, tracking blast of laser energy with horrific effect, cutting swathes of destruction through troops and vehicles, or overloading shields. Underneath the body was the larger dish of an anti-personnel laser cannon designed to keep troops away from the vulnerable hydraulic legs during close-quarter combat, as much as to add to the general battlefield carnage. Hidden inside the armoured body was a retractable ion cannon that was used to bring down larger craft, including ground vehicles, aircraft and even spacecraft hoping to escape Commerce Guild 'justice'.

INTO BATTLE

A DEADLY DOUBLE-ACT

Designed to police the many far-flung mining operations owned by the Commerce Guild, the OG-9 homing spider droid proved itself an effective mobile weapons platform in open combat during the Battle of Geonosis. The deadly walker was not alone, however, as it fought alongside a smaller counterpart.

The OG-9s' first combat mission came some two years before the Battle of Geonosis, in the action on Korriban when the Commerce Guild pitted homing spider droids against disgruntled settlers and bandits. However, the Guild primarily saw the OG-9 as being able to deal with the often-treacherous terrain around its various mining operations. To help root-out protesting miners from deep tunnels, the huge OG-9 droids were paired with the far smaller DSD1 dwarf spider droids.

Harsh Proving Ground

The pairing was so successful that fielding both together became a standard battlefield tactic during the Clone Wars. The Battle of Geonosis was to provide a first real test for the weapons and equipment of both the Republic's Grand Army and the combined might of the disparate elements of the Confederacy of Independent Systems. At the opening of the full battle, CIS forces were scrambled to cover the escape of the main ships which had come to Geonosis both for the founding of the Confederacy and to stock up on additional military droids.

Techno Union *Hardcell*-class transport ships had landed alongside the pits that formed the docks for Trade Federation *Lucrehulk*-class core ships. Commerce Guild OG-9 and DSD1 spider droids joined rank upon rank

of B1 and B2 battle droids and the fast-moving IG-227 Hailfire droid tanks in aggressive defence of the CIS starships.

Heavy Fire

While successful against the Republic's AT-TE walkers and clone troopers, both the spider droids and the Hailfire tanks were annihilated in swooping strafing runs by the LAAT/i dropships. Nevertheless, the OG-9 homing spider droid had proved its worth, and became a regular unit in the CIS armies throughout the Clone Wars.

During the Battle of Geonosis, the vulnerability of the OG-9s' hydraulic legs was quickly demonstrated. This issue would dog the homing spider droid throughout its operational life.

SHU MAI

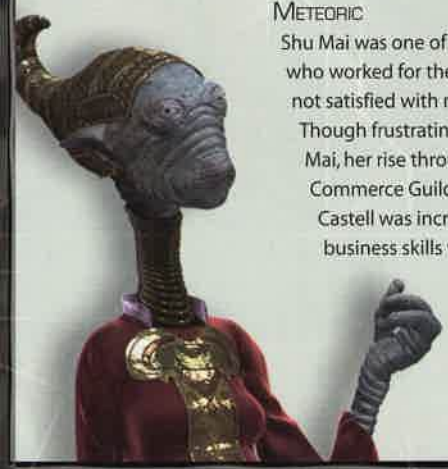
LAST PRESIDENT OF THE COMMERCE GUILD

To achieve success, a being must have ambition, drive and a sense of purpose. However, add ruthlessness, avarice and a disproportionate sense of entitlement, and you have a being like Shu Mai, who rose to power at huge cost to her own people.

Hard times toughen a being. The deprivations the delicate-looking female Gossam experienced during the utter collapse of the economy of Castell turned Shu Mai's soul to stone. The Gossam homeworld was located in the formerly prosperous Colonies region, but harsh taxation of the local trade routes reduced the Gossam to cannibalism as their society crumbled. The Commerce Guild came to the rescue of Castell, bailing out the Gossam in return for their servitude.

Meteoric

Shu Mai was one of billions of Gossam who worked for the Guild, but she was not satisfied with mere survival. Though frustratingly slow for Shu Mai, her rise through the ranks of the Commerce Guild operations on Castell was incredible. Mai's business skills were phenomenal, and she was seemingly loyal in her support of her fellow Gossam. She became Chief of Property Resources for the whole Commerce Guild, but that was not enough for Shu Mai. Eventually, the now absurdly wealthy Mai was presented with an option to buy back Castell. If the Gossam people had hoped Shu Mai would reduce the rents and tributes her people paid, they were sorely disappointed. Their new ruler demanded higher rents and even greater tributes. Castell was hers by right of purchase.



Promotion

Shu Mai became one of the wealthiest beings in the galaxy, but her rise to even greater power continued. Mai's peers within the Commerce Guild were so impressed by the young business acumen that she rose to more senior positions within the Guild hierarchy. Each promotion spurred Mai to work harder, ruthlessly destroying any rivals by any subtle means necessary. Finally, the Guild offered her the role of Presidente. Shu Mai's work had just begun…

Though she used often illegal methods to gain advantage over her competitors, Shu Mai always ensured that nothing could endanger her or the Commerce Guild.

PROFILE

Shu Mai

Gender
Female

Homeworld
Castell

Species
Gossam

Affiliation
Commerce Guild, Confederacy of Independent Systems

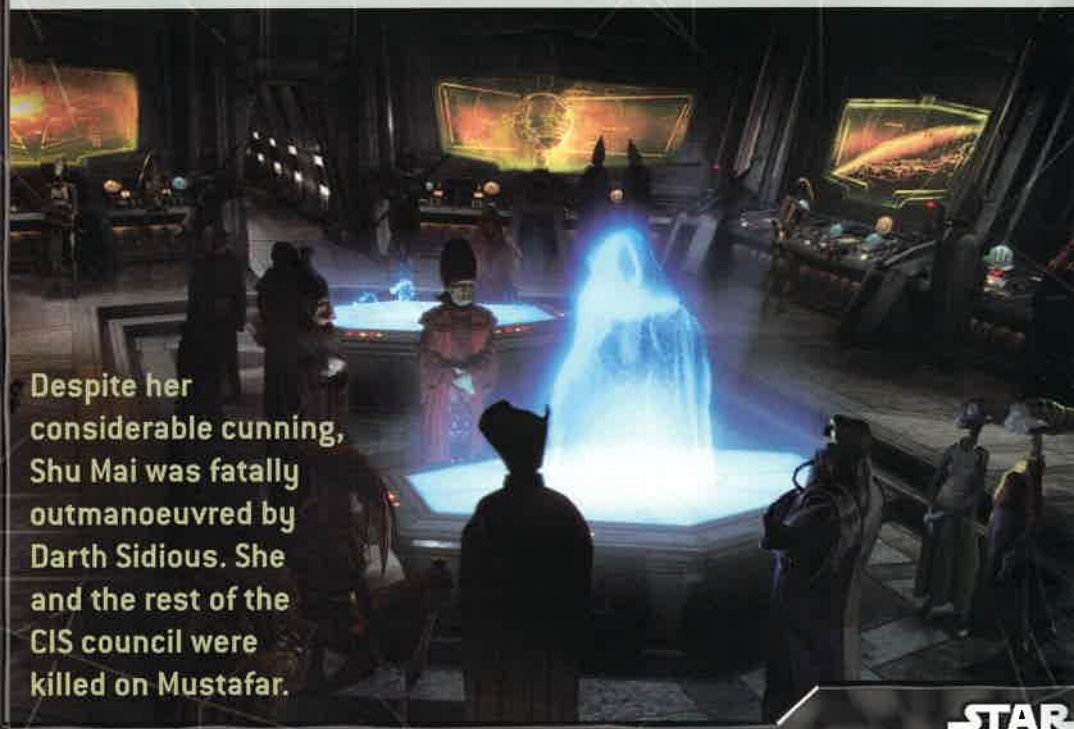
President Shu Mai

Under Presidente Shu Mai, the Guild began to operate far more aggressively and acquisitively, with many companies and even whole star systems forced to join the increasingly influential Commerce Guild. The Republic was failing, and its bloated bureaucracy was increasingly ineffective and easy to avoid or ignore. For the most part, Mai ensured the Guild conducted its business on the right side of the law. The more illicit practices were kept for planets and systems on the fringes of Republic influence, or in those places under the auspices of easily bribed officials and senators.

Shu Mai's Commerce Guild operations were made easier by the Separatist Crisis that threatened to shatter the Republic. Whenever a system split from Coruscant, the Commerce Guild was there to snap up any lucrative business – often using the droid armies to enforce the will of the Guild.

The Separatist Crisis

During this time, Shu Mai was contacted by Count Dooku of Serenno with an invitation to the Guild to join Dooku's Confederacy of



Despite her considerable cunning, Shu Mai was fatally outmanoeuvred by Darth Sidious. She and the rest of the CIS council were killed on Mustafar.

Independent Systems formally. Mai refused the public offer, but privately allied herself with Dooku and his master, Darth Sidious, becoming part of the Sith Lord's plan to end the rule of the Republic.

Ansion to Geonosis

Shu Mai's ability to recognise an opportunity was demonstrated with her attempt to draw the planet of Ansion away from the Republic. She had calculated that, as the centre of a mind-bendingly complex series of treaties and trade routes, the defection of Ansion to the Separatists would cause a domino effect of further secessions that would hugely profit the Commerce Guild and the Separatist movement. Mai's plans for Ansion were thwarted by Jedi, though Dooku's faith in President Mai remained strong. In fact, Shu Mai was invited to Geonosis for the formal creation of the Confederacy of Independent Systems a little later. She committed the Guild's support to the CIS, though it was to be kept secret. Unfortunately for Mai, secrecy was irrelevant by then.

The Guild at War

The plotters on Geonosis were discovered by Jedi Master Obi-Wan Kenobi. Events spiralled out of control from there, and before Shu Mai could flee Geonosis, the opening battle of the Clone Wars had begun. As part of the CIS council, Shu Mai was helpless as she discovered herself and the other council members increasingly sidelined. Finally, the council was shipped to Mustafar. Shu Mai and the others were executed by Darth Vader, and Guild operations absorbed by the Empire.

Did you know...?

Shu Mai first appeared in *The Approaching Storm*, the prequel novel to Episode II, written by Alan Dean Foster. Mai was a digital character in both Episodes II and III.

DSD1 DWARF SPIDER DROID

MINIATURE ARMOURED SCOUT

Also called the burrowing spider droid, the DSD1 dwarf spider droid was a multi-terrain battle droid built by the Commerce Guild from plans bought from Baktoid Armour Workshop. Though it operated on its own, it was more regularly seen paired with the OG-9 homing spider droid.

The DSD1 began as one of many designs that the Commerce Guild picked up from Baktoid Armour Workshop when the Trade Federation officially dissolved the company. The Guild was looking for units to bolster its enforcement operations on Guild-owned mining planets, and to 'encourage' debtors to pay up. The DSD1s, which carried heavy blaster cannons and were able to track anyone hiding in mine tunnels, soon earned the name of burrowing spider droids.

Clone War Deployment and Beyond

During the Clone Wars, the dwarf spider droids quickly became regular units in the CIS military. The smaller spider droids could operate as armoured scouts thanks to their impressive scanning equipment and dual infrared photoreceptors. Those same scanners were also used when the droid was paired with the huge OG-9 homing spider droids. The DSD1 units would move ahead of the OG-9s, relaying target data back to the homing droids. Both spider droids could cover the same terrain, including being able to operate underwater or on sheer surfaces. Unlike the OG-9s, the dwarf spider droids were more independent and demonstrated a lot more personality. Over time they showed frustration at being thwarted, for example, or pride in a particularly well aimed shot. Unlike the overwhelming number of Separatist droid units, the dwarf spider droids were brought into the Imperial fold. Recommissioned units were used regularly on former Separatist worlds, and provided backup for stormtroopers at checkpoints throughout the Civil War.

DSD1 Dwarf spider droid PROFILE

Designed
Baktoid Armour Workshop

Manufacturer
Commerce Guild

Height
1.98 metres

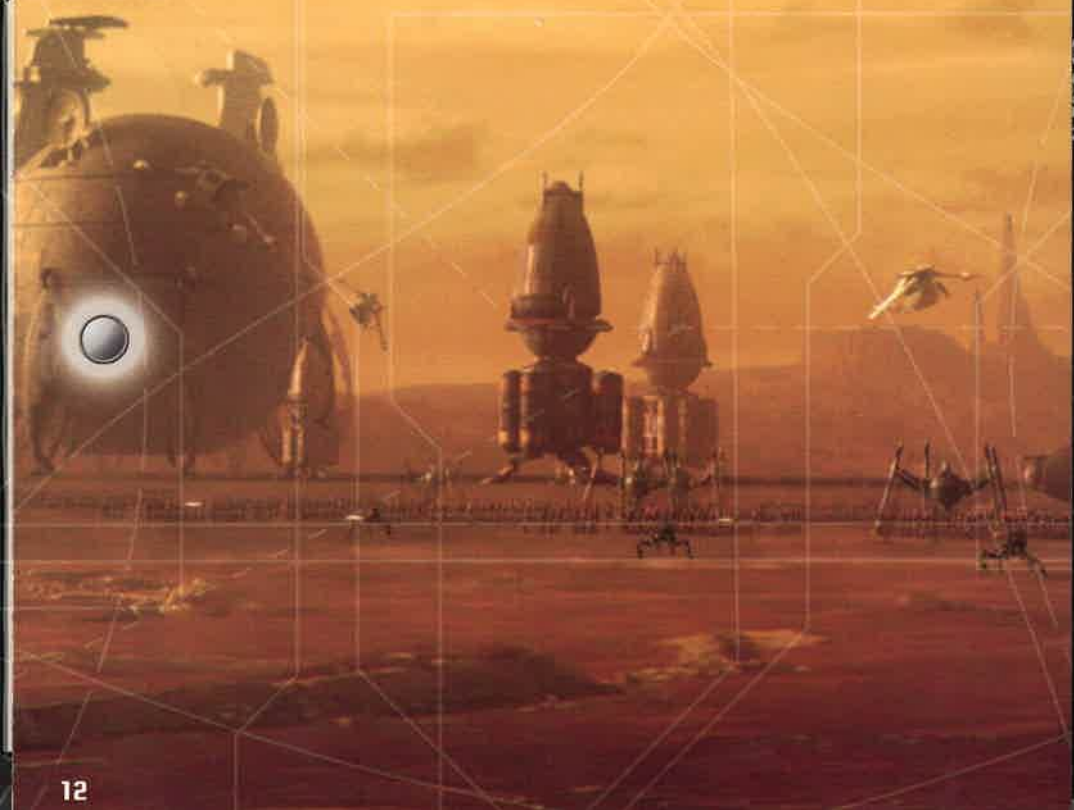
Weapons
Heavy blaster cannon, self-destruct mechanism

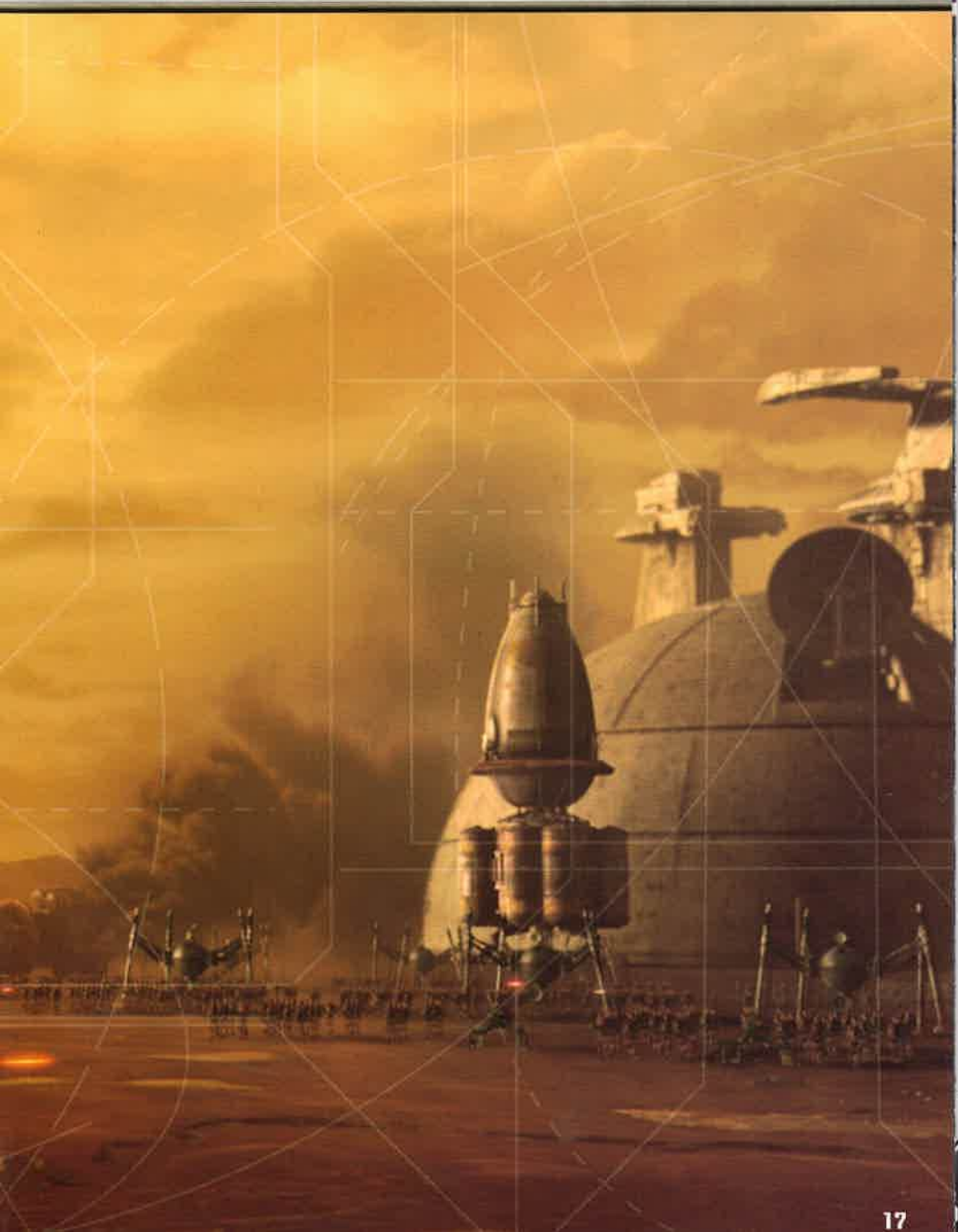
Affiliation
Commerce Guild, Confederacy of Independent Systems

OG-9 HOMING SPIDER DROID

SCYTHING FIRE!

At the Battle of Geonosis, the homing spider droid was by far the tallest and most imposing unit in the Confederacy of Independent Systems' droid army. Their slashing, top-mounted laser could aim explosive bursts, long scything fire or focused beams, while the under-slung anti-personnel cannon cut down clone troops. The OG-9s became a priority target for the Republic's LAAT/i dropships.





OG-9 HOMING SPIDER DROID

Type
Walker (battle droid)

Designers
Baktoid Armour Workshop

Manufacturer
Commerce Guild

Height
7.32 metres

Maximum Speed
90 km/h

Weapons
Top-mounted laser emplacement, anti-personnel laser cannon, retractable ion cannon.

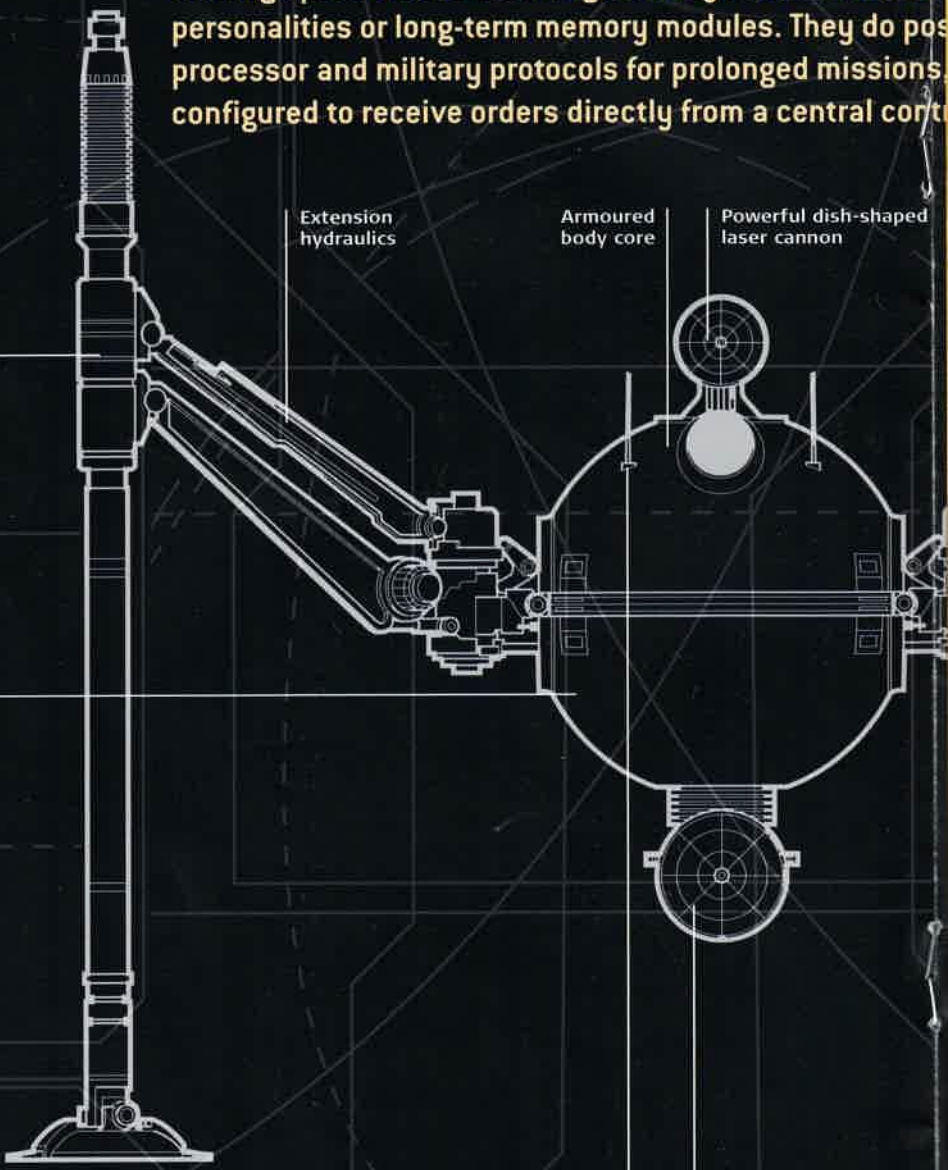
Affiliation
Commerce Guild, Confederacy of Independent Systems

All-terrain

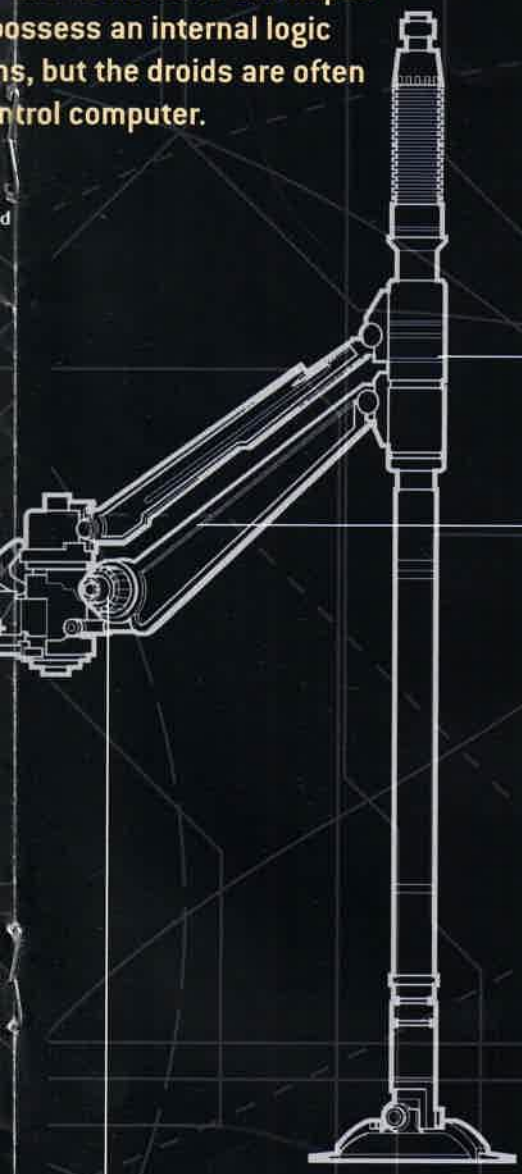
Spherical armoured

STAR WARS

Homing spider droids are designated by number alone a
personalities or long-term memory modules. They do po
processor and military protocols for prolonged missions
configured to receive orders directly from a central co

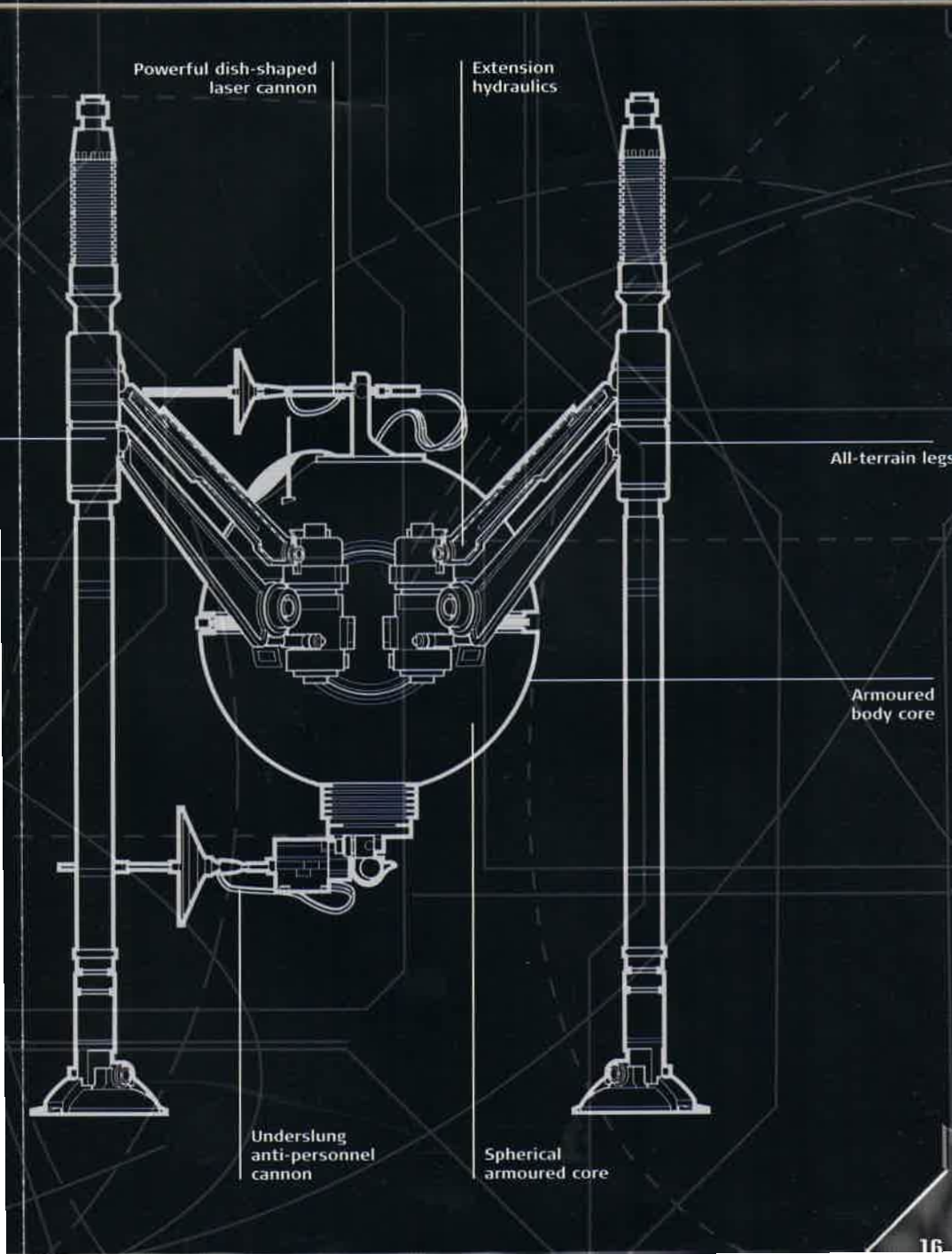


and do not have developed
possess an internal logic
ns, but the droids are often
ntrol computer.



Strengths and Weaknesses

Though the three weapons the homing spider droid was fitted with as standard were more than sufficient for it to perform its devastating role on the battlefield, the outer shell was dotted with additional hardpoints, allowing the OG-9 series to be fitted with extra weapons and equipment specific to particular mission requirements. None of these, however, addressed the key weakness of the OG-9 – the vulnerable hydraulic legs. Indeed, later OG-9 models featured downgraded armour and weapons systems so the droid could be produced more cheaply and quickly.


Powerful dish-shaped laser cannon
Extension hydraulics
All-terrain legs
Armoured body core
Underslung anti-personnel cannon
Spherical armoured core

KIT FISTO

THE NAUTOLAN JEDI MASTER

Known for his dazzling grin and sense of humour, the amphibious Kit Fisto was humble and occasionally beset with self-doubt. However, he was an exceptional warrior and a wise and much-loved leader.

A student of Master Yoda, Kit Fisto was always going to be remarkable. His easy smile and relaxed attitude to life were matched by a joyful enthusiasm for his duties, first as a Padwan and then a fully fledged Jedi. Fisto had no ambitions to be a Jedi of great renown, but his phenomenal abilities led him down that path.

Unique

Kit Fisto's Nautolan head tentacles were in fact very sensitive olfactory receptors, and allowed him to detect slight changes in an individual's body chemistry meaning the Jedi could read a person's mood. Fisto was the only Jedi Knight of his generation to possess such an ability. Master Fisto's amphibious nature influenced his use of the Force. He could create underwater currents and then guide those currents. Fisto developed this further through the years until he could create a Force-infused orb of compacted water – used to devastating effect against a Quarren crab cannon during the Battle of Mon Calamari in the Clone Wars.

General Kit Fisto

Part of the 200-strong force of Jedi that Mace Windu led to Geonosis to rescue Obi-Wan Kenobi and Anakin Skywalker, Kit Fisto survived the arena battle – even saving C-3PO's life during the fight – and led clone troops during the Battle of Geonosis. He fought in many engagements during the Clone Wars, including battling and defeating General Grievous outside the cyborg's own castle on a moon of the planet Vassek. However, he was also a bringer of peace, working to bring the Quarren and Mon Calamari peoples together through joint representation in the Senate.

Sith Betrayal

Having saved Supreme Chancellor Palpatine mere days before, Fisto was one of four Jedi who went to arrest Palpatine when he was revealed as a Sith Lord. Sadly, even so great a warrior as Kit Fisto was no match for Darth Sidious.

Behind the scenes

Kit Fisto was played by Zac Jensen and Daniel Zizmor in Episode II, and by stuntman Ben Cooke in Episode III. In the *Clone Wars* animated series, Kit Fisto is voiced by Phil LaMarr. The design of the character was originally a concept for the Episode II Sith villain, but became one of the Geonosis Jedi when it was decided the villain would be the human Count Dooku.

PROFILE

Kit Fisto

Homeworld
Glee Anslem

Species
Nautolan

Height
1.96 metres

Weapon
Green Lightsaber

Affiliation
Jedi Order

GEONOSIS

THE STALGASIN HIVE DROID FOUNDRIES

Belching noxious gasses and dripping with toxic waste products, the primitive but effective Baktoid Armour Workshop droid foundries, watched over by worker drones of the Stalgasin Hive, were hellish, noisy and dangerous.

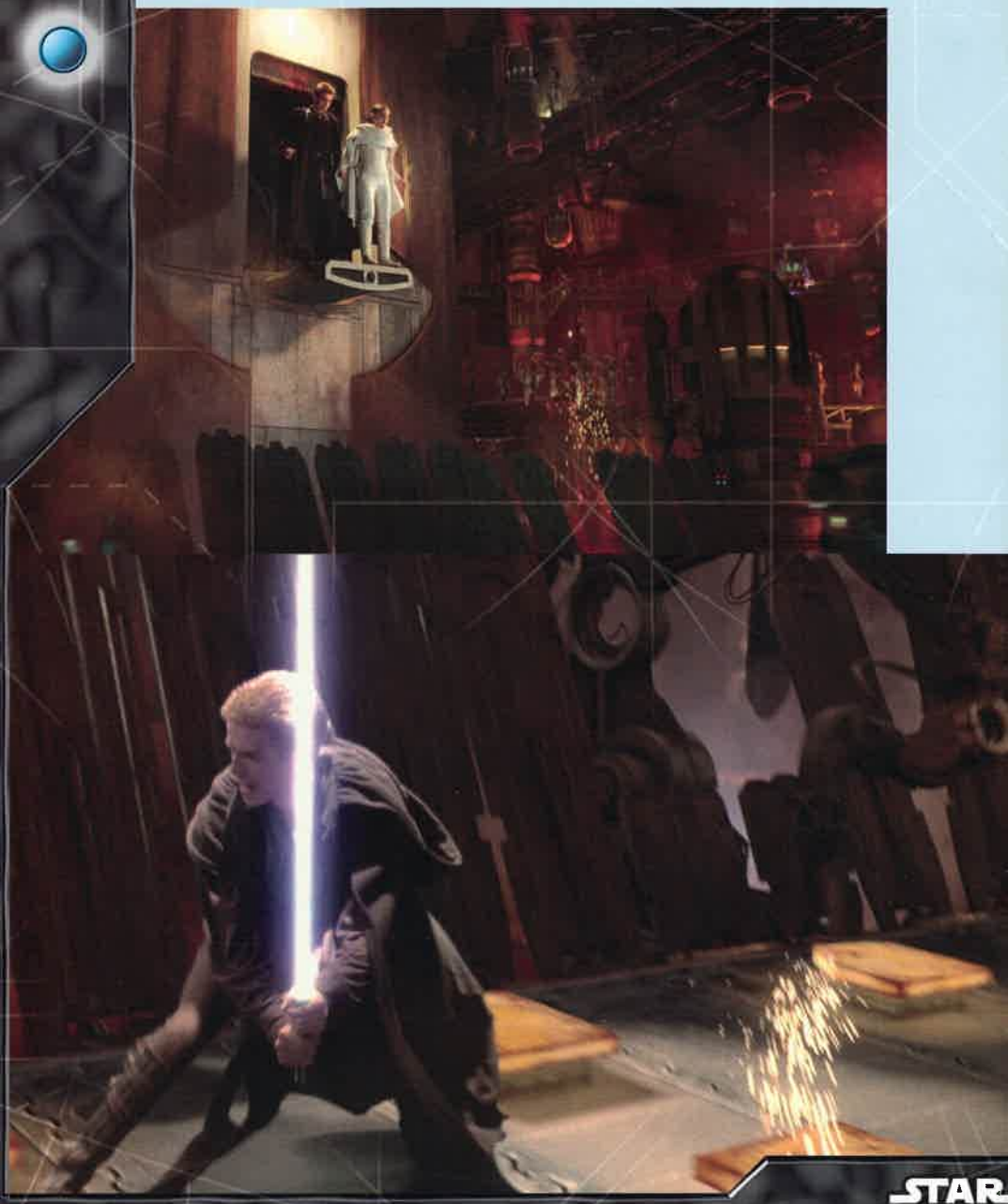
Hundreds of years before the Clone Wars, Baktoid Armour Workshops moved many of its major production facilities to the Outer Rim in an effort to avoid increasing legislative censure of its industrial practices by the Republic. Geonosis was one planet selected by Baktoid, then a member of the powerful Techno Union. The inhospitable Outer Rim world barely registered on the maps of the Republic, and the Geonosians made an ideal workforce. Their caste system meant that only a few individuals needed paying, while the genetically modified drone workforce could be easily exploited and easily replaced as the attrition of working in such dangerous conditions took its toll.

Enter The Trade Federation

Ironically, the Republic happily sponsored corporations that moved production facilities to the Outer Rim, making little effort to check on working conditions. However, both the Republic's largesse and the orders that kept the factories going dried up. The Geonosian foundries fell silent for centuries.

In the following years, Baktoid was bought by the Trade Federation, although it maintained close connections with the Techno Union and included high ranking members of the Union in its executive. When the Neimoidian-dominated Federation sought to build a droid army to fulfil its role in the plans of Darth Sidious, it commissioned Baktoid Armour Workshops to produce those droids. On Geonosis, the foundries of the Stalgasin Hive were refitted and reactivated. Though the foundries were very antiquated by the standards of the time, they were efficient, cheap to run, almost entirely automated and, most importantly, proved extremely easy to keep secret from the Republic.

"Oh my goodness! Shut me down! Machines making machines?! How perverse."
C3-PO



Working Conditions

The Geonosian drone workers were bred to be docile and unquestioningly loyal. When not working in the dangerous foundries, they retired to galleries right beside the factory. There, packed together, they went into a form of hibernation. Though they appeared asleep, the drones were still alert and acted as an early warning system to counter any intruders. Unarmed, they would nevertheless lay down their lives attacking invaders until the warrior drones arrived to finish the fight.

Perfect Planet

As well as cheap labour and a suitably distant location, Geonosis was an ideal location for a droid foundry for other reasons. Using natural caverns and drone workers, creating the space underground for the production facilities could be done cheaply. If the factory needed to expand, drones dug out the necessary spaces. The subterranean factories were well camouflaged too. The mineral-rich rings surrounding Geonosis meant a steady flow of top quality raw materials for the foundries. With no expensive import of ores and the like to have to cover up, secrecy could be easily maintained.

Superlaser

At the heart of the Stalgasin Hive droid foundry was a massive superlaser that was able to liquefy metal ore instantaneously. The molten metal was then poured into a secondary heating chamber where it was refined and mixed to make strengthened alloys. The liquid alloys were piped into vats which were carried to various parts of the factory where huge stamps moulded ingots of metal. These were further stamped and cut into the basic shapes of droid components – limbs, armour plates and so on. The disparate sections were brought together to be fitted with micro circuitry, servomotors, power cells and all the other innards of the battle droids, before the sections were combined on automated production lines to make a finished droid soldier.

MATTHEW WOOD

SUPERVISING SOUND EDITOR

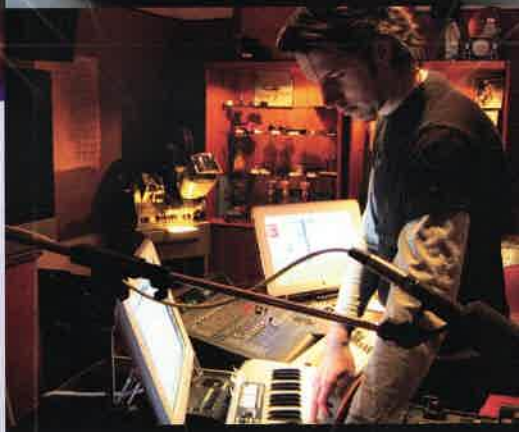
Matthew Wood is a busy man, to say the least. He was supervising sound editor on all three of the *Star Wars* prequels, but he is also a voice actor, and continues to work extensively on the *Clone Wars* animated series currently showing on television worldwide.

As a film and journalism major in college, Matthew realized the potential for blending his creative studies with his lifelong passion for computers, and this innovative edge singled him out. He was invited to join Lucasfilm as a part of the Sound Droid development team in 1990. Matthew joined Skywalker Sound in 1991 as a specialist in incorporating emerging technology into the traditional editorial model. Matthew was the Supervising Sound Assistant on *The Young Indiana Jones Chronicles* from 1992-1994.

Crosshead

In 1997, Matthew began to prepare for the upcoming production of *Star Wars* Episode I: *The Phantom Menace*. As a Supervising Sound Editor, Matthew fulfilled his vision of an ideal technological and creative system through which to manage all aspects of audio post-production. This included a groundbreaking portable ADR system (which took the crew all over the world) and numerous other innovations. *The Phantom Menace* was nominated for Academy Awards in both the Best Sound and Best Sound Effects Editing categories.

As the Supervising Sound Editor for Episodes II & III, Matthew continued to create and oversee the use of completely new technology, helped by mentor and friend Ben Burtt. However, while his 'day job'



Voicing Grievous

"I like playing a villain because it's just no-holds-barred," Wood says. "Villains don't have an inner critic; they just speak their mind and make demands, come hell or high water, with no ramifications. And Grievous is a classic villain – he uses four lightsabers, he's a Jedi killer, and I haven't seen any humanity left in him."

---

remains, Matthew has added further strings to his bow. Wood first dipped into the voiceover world with *Star Wars* Episode I: *The Phantom Menace*, providing the voice of Ody Mandrell. He also played Bib Fortuna, though this wasn't a speaking part. In Episode II, Wood played Seboca and Magaloof, before winning the role of General Grievous in Episode III. As a relative insider, he knew what George Lucas was looking for in terms of the character's sound, so he anonymously slipped his own audition tape into the casting pipeline. Lucas made the selection blindly, never knowing his eventual Grievous was already on staff.

Wood went on to voice Grievous for Episode III's video game adaptation, as well in the *Clone Wars* television series. Additionally, Matthew provides the voices for the battle droids, Senate Guards, Poggle the Lesser and Techno Union executive officer Wat Tambor.

THE HOMING SPIDER DROID

FROM CONCEPT TO SCREEN

CREATING THE HOMING SPIDER DROID

1 In action, the OG-9 droids were paired with the DSD1 dwarf spider droids, which provided sensor data to assist the OG-9s in targeting Republic forces.

2 At the Battle of Geonosis, the OG-9 and DSD1 droids helped to cover the escape of Trade Federation and Techno Union starships.

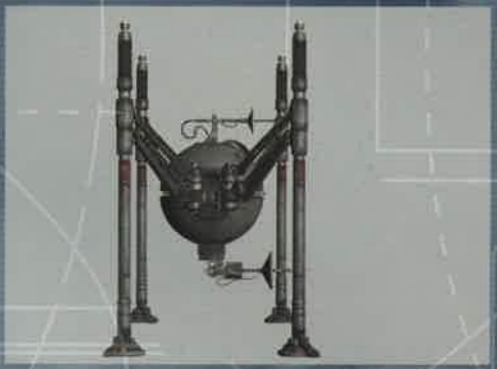
5 At over seven metres high, the OG-9 homing spider droid dominated the battlefield.

6 3D computer modelling allowed the droid to be seen from all angles, vital for aerial battle scenes.

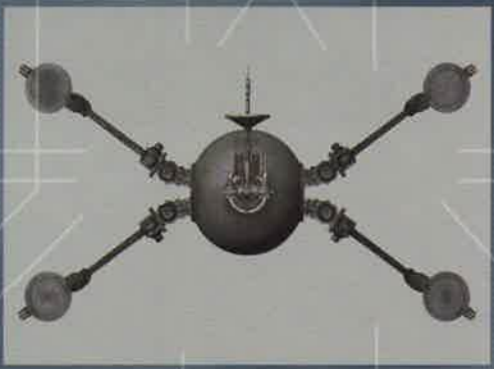
Early production art by Ryan Church of the Geonosis battlefield showed clone troopers fighting massive walking versions of the *Vulture*-class droid fighters. From this evolved the homing spider droid, which was designed mainly for anti-vehicular combat, including dealing with targets on the ground and in the air.

3 Elsewhere in the Clone Wars, homing spider droids were used extensively in the fungus jungles of Felucia.

4 During post-production for Episode II, the computer-generated homing spider droids were simply known as "Commerce Guild droid B".



7 This right side view shows the upper and lower laser weapons attached to the main sphere.



8 An unusual view of the underside of the OG-9 homing spider droid, showing its splayed legs.

DID YOU KNOW?

1 What was the dark origin of the character of Kit Fisto?

2 What particular challenges were faced in bringing Poggle the Lesser to the screen?

3 Was the droid foundry always in Episode II?

ANSWERS:

1. The character that became Jedi Master Kit Fisto was originally a design for the Sith Apprentice in Episode II, before it was decided the villain would be human.

2. Poggle the Lesser was a digital creation. A particular challenge for the animators was posed by the wrist bracelets on his costume, which had to 'react' to even the slightest movement of his arms.

3. The droid factory was a very late addition to Episode II. Before it was written in – after principal photography was finished – Anakin and Padme simply infiltrated the hive before being captured by Dooku. Artoo and Threepio didn't even leave Padmé's ship!

N

Nexu

Creature
Episode II

From the cold, forested continent of Indona on the planet Cholganna, nexu are large, feline predators possessing a prehensile tail that originally helped them to navigate their arboreal environment. The different sub-species of nexu – all equally vicious and difficult to train – became popular off-world as guard creatures, 'status pets', and beasts of execution and grizzly entertainment. Two particularly rare nexu were most sought after – the forest nexu, which had extra eyes that saw in infrared, and the allegedly stealthier black nexu. Nexu bred easily in captivity, and their explosive, unpredictable ferocity often led to the death of their keepers and escape into the 'wild' where they quickly adapted to new surroundings. Malastare had a known issue with wild nexu and, after the Yuuzhan Vong war, so did Coruscant.

Nikto

Species
Episodes I, II, III, VI

Five distinct sub-species of the humanoid, reptilian Nikto mutated from a common ancestor within a remarkably short time as a result of the massive radiation that bathed their homeworld of Kintan. Its star, M'dweshuu, was dying, a long, slow process that resulted in the planet relatively quickly evolving some particularly unpleasant flora and fauna for the Nikto to have to contend with. Particular Nikto sub-species were unique to given climatic areas and meetings between them tended to end in conflict. The Nikto inflicted four distinct planet-spanning wars before simple survival brought them together. Even then, a number of destructive cults sprang up to bring more self-inflicted injury to the Nikto. Some 25,000 years before the Battle of Yavin, the Hutts brought down the horrific Cult of M'dweshuu – temporarily, at least – and then enlisted the Nikto to help end the reign of Xim the Despot. Trapped into service to the Hutts, it would be many tens of thousands of years before the Nikto would be truly free again.

Nu, Jocasta

Character
Episode II

A member of the Jedi Council, Nu was Chief Librarian of the Jedi Archives. Serene, if a touch frosty, she was perhaps overly proud of the Archive, something that blinded her to the gaps left in the data when Dooku, once her friend, erased a number of files when he left the Jedi Order. During the Clone Wars, Nu was attacked by Clawdite bounty hunter Cato Parasitti, who was defeated by Anakin Skywalker's Padawan, Ahsoka Tano. Jocasta Nu's courage was shown when she faced Darth Vader as the fallen Jedi led the attack on the Jedi Temple at the end of the Clone Wars. Nu tried to prevent Vader from reaching the Temple's signal beacon. Unfortunately, Vader was too strong. He lifted her with the Force and stabbed her through the chest. The Empire later claimed Nu was executed for keeping data that threatened the peace.

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